

# Princess: The Hopeful

Name:  
Player:  
Chronicle:

Virtue:  
Vice:  
Concept:

Calling:  
Queen:  
Embassy:

## Attributes

Power Intelligence 00000(00000) Strength 00000(00000) Presence 00000(00000)  
 Finesse Wits 00000(00000) Dexterity 00000(00000) Manipulation 00000(00000)  
 Resistance Resolve 00000(00000) Stamina 00000(00000) Composure 00000(00000)

## Skills

### Mental

(-3 unskilled)

Academics 00000(00000)  
 Computer 00000(00000)  
 Crafts 00000(00000)  
 Investigation 00000(00000)  
 Medicine 00000(00000)  
 Occult 00000(00000)  
 Politics 00000(00000)  
 Science 00000(00000)

### Physical

(-1 unskilled)

Athletics 00000(00000)  
 Brawl 00000(00000)  
 Drive 00000(00000)  
 Firearms 00000(00000)  
 Larceny 00000(00000)  
 Stealth 00000(00000)  
 Survival 00000(00000)  
 Weaponry 00000(00000)

### Social

(-1 unskilled)

Animal Ken 00000(00000)  
 Empathy 00000(00000)  
 Expression 00000(00000)  
 Intimidation 00000(00000)  
 Persuasion 00000(00000)  
 Socialize 00000(00000)  
 Streetwise 00000(00000)  
 Subterfuge 00000(00000)

## Other Traits

### Merits

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### Invocations

Acqua \_\_\_\_\_ 00000  
 Aria \_\_\_\_\_ 00000  
 Fuoco \_\_\_\_\_ 00000  
 Legno \_\_\_\_\_ 00000  
 Terra \_\_\_\_\_ 00000  
 Lacrima \_\_\_\_\_ 00000  
 Specchio \_\_\_\_\_ 00000  
 Tempesta \_\_\_\_\_ 00000

Sensitivity: \_\_\_\_\_  
 Size: \_\_\_\_\_  
 Speed: \_\_\_\_\_  
 Defense: \_\_\_\_\_  
 Armor: \_\_\_\_\_  
 Intitative Mod: \_\_\_\_\_  
 Experience: \_\_\_\_\_

### Health

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### Willpower

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### Inner Light

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### Shadows

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### Galemarks

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### Wisps

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### Belief

10 \_\_\_\_\_ 0  
 9 \_\_\_\_\_ 0  
 8 \_\_\_\_\_ 0  
 7 \_\_\_\_\_ 0  
 6 \_\_\_\_\_ 0  
 5 \_\_\_\_\_ 0  
 4 \_\_\_\_\_ 0  
 3 \_\_\_\_\_ 0  
 2 \_\_\_\_\_ 0  
 1 \_\_\_\_\_ 0

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Free Transformed Attribute (Champion: Strength or Resolve, Grace: Presence or Composure, Mender: Intelligence or Stamina, Seeker: Intelligence or Wits, Troubadour: Presence or Dexterity) • Charms 5 dots (at least two must be in affinity trees, 1 dot may be traded for a Transformed Attribute or two dots of Transformed Skills) • Invocations 3 dots (at least one must be affinity, Courtless Princesses have three dots with a maximum of two dots in a single Invocation) • Merits 7 (Buying the 5th dot in Attributes, Skills or Merits costs 2 points) • Health = Stamina + Size • Willpower = Resolve + Composure • Transformed Willpower = Transformed Resolve + Transformed Composure • Size = 5 • Defence = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity + 5 • Starting Belief = 7 • Starting Inner Light = 1 • Starting Wisps = Half of maximum + highest of Circle and Mandate.

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## Other Traits

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## Charms

Charm Action Duration Invocation Book/Page

Charm	Action	Duration	Invocation	Book/Page

## Flaws

## Derangements

Name: \_\_\_\_\_  
 Description: \_\_\_\_\_

## Equipment

Item Durability Structure Size Cost Regalia

Item	Durability	Structure	Size	Cost	Regalia
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Name: \_\_\_\_\_  
 Description: \_\_\_\_\_

## Combat

Weapon/Attack Dice Mod. Range Clip Size Regalia

Weapon/Attack	Dice Mod.	Range	Clip	Size	Regalia
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					<input type="checkbox"/>
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Name: \_\_\_\_\_  
 Description: \_\_\_\_\_